

## SOFTBALL

### **10.00 GOVERNING RULES**

The National Federation rules shall govern all play except whereas modified by C.I.F. or Sac-Joaquin Section.

### **10.01 CONTACTS**

Contacts may not exceed 27 as determined by the CIF/Sac-Joaquin Section.

### **10.02 START DATE**

Starting/Ending date will be designated by the CIF/Sac-Joaquin Section.

### **10.03 START TIME**

Starting time will be 4:00 p.m. for all games.

### **10.04 PLAYER CLASSIFICATION**

An athlete may, during practice games, move from one athletic classification to another but may not compete in more than one classification in one day. In league and section playoff games, the athlete shall only compete at the higher classification where he/she will remain for the duration of the season.

### **10.05 RULES OF THE SPORT**

- A. The host team is responsible for reporting the final results to the Sacramento Bee.
- B. The home team shall provide a leather softball which must bear the National Federation authentication mark.
- C. There will be two umpires for league varsity games and at least one (1) umpire, who will be behind home plate at all times, for freshmen and frosh/soph games.
- D. Coaches may coach bases.
- E. Makeup games and tie games must be scheduled for the first available date and played in the order of cancellations. An administrative veto is permissible only in cases of "exceptional" difficulties - lack of transportation, officials, or school closure being deemed "exceptional." This veto may not be invoked by the coach or athletic director, but must come directly from the school's administrative office. Saturday's are optional, but no make-up games or tie games may be scheduled during spring break without mutual consent, per Delta River League schedule, and no team will be asked to play five games in a calendar week. The home team during a game that is tied will still be the home team during the completion of the tie game. Games are resumed at the point play was stopped.

- F. Freshmen and frosh/soph games are limited to no more than two (2) hours. No new inning shall begin after 2 hours have expired from the start of the game.
- G. The section ten (10) run rule will be in effect for all varsity games.

#### **10.06 ALL-LEAGUE AWARDS AND SELECTION PROCESS**

Varsity coaches will meet at the end of the league season to select the Coach of the Year and an All-League team of sixteen (16) players, which includes the Player of the Year. One individual per school shall be selected for the Sportsmanship Award (not a member of the all league).

#### **10.07 POST-SEASON QUALIFICATION PROCEDURE**

In the event there is a tie for Sac-Joaquin Section representation for first, second or third place between teams, the team who has won head-to-head competition will be considered in first, second, or third place for purposes of playoff representation. However, teams will be considered co-champions, second place or third place teams of the Delta River League. If there is a tie for first or second place, the section representative will be decided by a coin toss conducted in the presence of the league president. If there is a tie for the third place seed, the two teams will play a five-inning game and if tied after 5 innings, will go to the international tie-breaker format. The winner of this game will be the third seed for the playoffs. If this game is tied and is called by the umpire due to darkness and the schedule allows, the game will be continued the next day. If the game is still tied and is called again by the umpire due to darkness, the third place playoff seed will be decided by a coin toss conducted in the presence of the league president.

In the event of a three-way tie for first place, section seeding will be decided by a coin toss conducted in the presence of the league president.

In the event of a four-way tie for first place, the names of the four teams will be pulled at random out of a hat. The first and second teams that are pulled will play each other and the remaining two teams will also play each other. Games will be 5 innings long and if tied at the end of 5 complete innings will go to the international tie-breaker format. The seeding of the two winning teams will then be decided by a coin toss conducted in the presence of the league president. The following day, the two losing teams will play a 5 inning game and if tied at the end of 5 complete innings, will go to the international tie-breaker format. The winner of this game will be the third seed in the playoffs. If the game is tied and called by the umpire due to darkness, the third seed will be decided by a coin toss conducted in the presence of the league president.

All playoff sites must be neutral and decided by the league president. If no playoff games are possible, representation for section seeding will be decided by a coin toss conducted in the presence of the league president.